DOCUMENT RESUME

ED 092 973 CS 201 414

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TITLE Creature Features.
PUB DATE 72
NOTE 20p.; Developed at Hoover Junior High School, San Jose, Calif.

EDRS PRICE MF-$0.75 HC-$1.50 PLUS POSTAGE
DESCRIPTORS Composition (Literary); *Course Content; Films; Grading; *Language Arts; *Performance Contracts; Reading; Research Projects; Secondary Education; Teaching Guides

ABSTRACT

Based on the contract grading system, this language arts course guide focuses on reading, writing, research, and film projects on topics which give people the "heebie-jeebies" and for which students earn points toward a final grade. Point values are dependent on the difficulty of the project or the length of the reading material. Contents of the guide include an introductory explanation of this contract course and its requirements; lists of project activities and their point values; a reading list, divided according to difficulty of material; rules for handling reading materials; reading review sheets; a list of writing activities; directions for research reports; sheets for movie reviews; an activity checklist; and samples of class games related to the projects. (JM)

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Hoover JHS
San Jose Unified
1972

NAME _____

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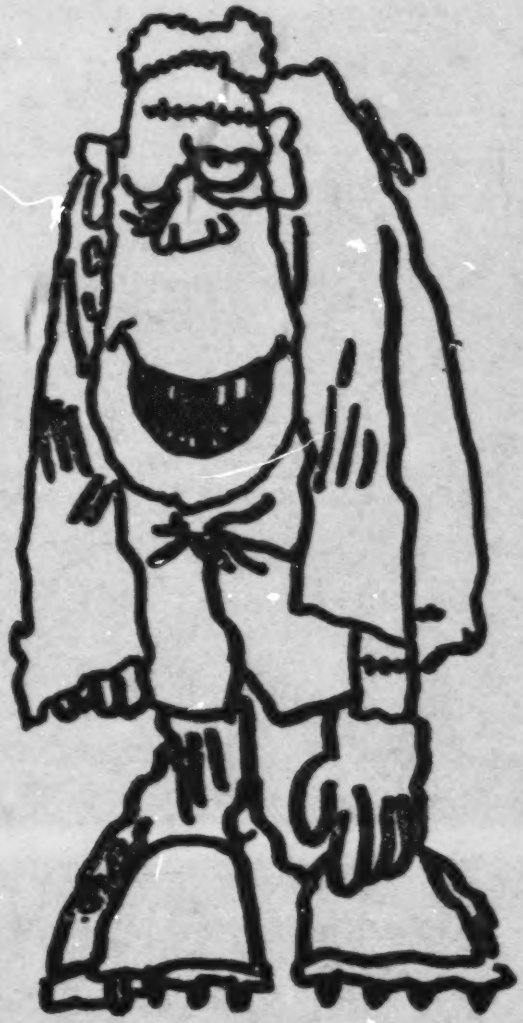

CREATURE FEATURES

This contract is centered around the theme of CREATURE FEATURES. All the activities invovle reading, writing and thinking about those things which give people the heebie-jeebies. This is an especially interesting subject at Halloween time.

There are five categories of activities listed below. In order to get any grade above a "D", your activities must be from three different categories.

Each activity has a different point value. Some activities are worth 10 points, some are worth 15, some are worth 20, and so on. Your grade will be determined by how many points you have earned when you finish your contract.

°In order to get an "A", you must earn between 90 and 100 points.
°In order to get a "B", you must earn between 80 and 89 points.
°In order to get a "C", you must earn between 70 and 79 points.

You will also be expected to participate in any all-class activities during this contract period. This is all part of your total grade.

REMEMBER!! Just because you do a certain activity does not mean that you will get all the points possible. It is better to do more activities to be sure that you will get all the credit you wanted.

CLASS MAGAZINE

We have so much talent in Rm. 44's Language Arts classes that it is a shame to let Mrs. C. be the only one who reads the great works of literature that are written in this class. For this reason, we will be publishing a magazine of all the best work produced as part of the Creature Features contract. You may receive credit for participating in the publication and production of this magazine. However, this will mean time during lunch or after school. You will receive credit toward your contract if you help with the magazine.

* * *

ACTIVITIES

READING PROJECTS (Required)

POINT VALUE

You must earn at least 30 points in this category in order to receive your grade. You may also earn more than 30 points.
Read enough stories or books to gather a total of 30 points. There are many stories and books available in class to choose from. The reading list is on page 5. These stories and books are rated by difficulty and length.
After finishing your story or book, complete the review sheets found on pages 7-9. You may not receive credit for reading the book or story unless you fill out the review sheet!

30 points minimum. Each story/book has a different point value, so see list on page 5.

WRITING PROJECTS (One activity required)	POINT VALUE
1. Write a creepy story at least 1-1/2 pages long. See page 10 for suggestions. Make sure your story is neatly and carefully written.	15 points/story
2. Write and produce a scarey play, radio show, puppet show, or shadow box play. You may work in groups of no more than three on this activity. Make arrangements ahead of time for presenting your play.	20 points
3. Edit or proofread articles for the class magazine. This will require time after school or during lunch. You must attend at least three editing/proofreading sessions to receive your points.	20 points
RESEARCH PROJECTS (See pages 11-12 for complete directions!)	
1. There are many cases where ghosts or poltergeists have been reported by people who seemed to be quite normal and sensible. Find out and write about a "real" ghost or poltergeist.	25 points
2. Find out about and report on one of the following "monsters": --The Abominable Snowman (Himalayas) --The Loch Ness Monster (Scotland) --Sasquatch (Canada)	25 points
3. In 1692, nineteen men and women and two dogs were hanged for witchcraft in Salem, Massachusetts, and one man was pressed to death for refusing to plead guilty to the charge. Write a report on this bizarre incident in American history.	25 points
4. Mrs. Winchester and the Winchester Mystery House are a part of San Jose's history, yet San Joseans know very little about the strange inhabitant of the enormous house on Winchester Blvd. Mrs. Winchester believed that she would be besieged by ghosts unless carpenters continually hammered at her house. Find out and report about this strange woman and her even stranger mansion.	25 points
5. Many people are afraid of many different things. Interview 26 (no more, no less) people, asking them what two things frighten them the most. Then list the five most frequently mentioned fears.	20 points.

	POINT VALUE
ART PROJECTS (You may do no more than two)	
1. Write and illustrate a creepy comic with at least ten squares. The story must make sense and be neatly illustrated. Please use color (crayon or felt pen).	15 points
2. Write and illustrate an advertisement for a monster movie or scarey story. Make people want to see the movie or read the story.	15 points
3. Write and illustrate an advertisement which might appeal to a monster, ghost or ghoul. For example: an advertisement for Bat Blood Perfume.*	15 points
4. Create a collage on a Creature Features theme. Be sure all the pictures in your collage are creepy. You will have to invest in a creepy comic to find pictures.	15 points.
5. Act as an art editor of the magazine. Draw pictures for the magazine and help pick out those pieces of art produced by other students which might be put in the magazine. You must attend three editing sessions to get credit.	20 points.
FILM CRITICISM - Optional!!	
Review a creature feature seen on T.V. or at the movies. Complete the review sheet on page 13. You may not receive credit unless you complete the review sheet.	10 points

*Idea for advertisement from Betty Bezzerides, Student, University of Colorado, Denver, Colo., as published in her article in English Journal, October, 1972.

READING LIST

DIFFICULT READING	Point Value of Story or Book
Frankenstein	40 pts.
Dracula (unabridged)	40 pts.
Dr. Jekyl and Mr. Hyde	30 pts.
The Legend of Sleepy Hollow	30 pts.
Night Gallery	15 pts./story
Rod Serling's Triple W	15 pts./story
Rod Serling's The Twilight Zone	15 pts./story
Stories from the Twilight Zone	15 pts./story
More Stories from the Twilight Zone	15 pts./story
Monster Mix	15 pts./story
18 Best Stories by Edgar Allen Poe	15 pts./story
Incredible Tales	15 pts./story

AVERAGE READING	
Alfred Hitchcock's Supernatural Tales	15 pts./story
Vampires (nonfiction)	30 pts.
Werewolves (nonfiction)	35 pts.
Monsters from the Movies (nonfiction)	35 pts.
Dracula (abridged)	35 pts.
Ghost Stories	10 pts./story
More Ghost Stories	10 pts./story
Suspense Stories	10 pts./story
The Witch of Blackbird Pond	40 pts.
Twin Spell	35 pts.
White Witch of Kynance	40 pts.
The Phantom of Walkaway Hill	30 pts.
Jane Emily	30 pts.
The Wolves of Willoughby Chase	30 pts.
Ghosts, Ghosts and More Ghosts	15 pts./story
Hitchcock's Haunted Houseful	15 pts./story
Witches, Witches, Witches	15 pts./story
Hitchcock's Monster Museum	15 pts./story
Hitchcock's Ghostly Gallery	15 pts./story
Mystery of the Piper's Ghost	30 pts.
Gobbolino--the Witches' Cat	25 pts.
Adventures into Unknowns	15 pts./story
A Book of Ghosts and Goblins	15 pts./story

EASY READING	
Monster Jokes and Riddles	5 pts.
The Witch on the Corner	25 pts.
Girl on a Broomstick	25 pts.
Thomas and the Warlock	25 pts.
The Terrible Churnadryne	30 pts.
The Monster Fish	25 pts.

...continued on next page...

READING LIST//continued

EASY READING (continued)	Point Value of Story or Book
Sea Monsters (nonfiction)	30 pts.
The Ghost Next Door	30 pts.
Haunted House	30 pts.
The Wicked Wizard and the Wicked Witch	10 pts.

Rules for Handling Materials

1. The reading materials are not yours. Do not write your name on them or deface them in any way. If you need to keep your place in a book, ask for a bookmark.

2. You may not take the book or story you are reading with you unless you come in after school to pick it up and unless you bring it back to Room 44 before school the next day.

3. You must sign books or stories out.

4. Don't wait until the last minute to do reading. If you do, you may not be able to get ahold of any reading materials.

5. Cooperate with other students. If someone else has the story or book you want to read, work out an arrangement with that person so you can have it next. Meanwhile, go on and do another activity.

6. If you are reading a book, try to read it as quickly as possible, so that other students have a chance to read it. Don't hog the materials!!

READING REVIEW

pages 7-9

NAME _____ PERIOD _____

NAME OF STORY OR BOOK _____

POINT VALUE OF STORY OR BOOK: _____ POINTS

1. In a short paragraph (but not too short), tell what happened in the story.

2. What was scarey about the story? Why was it scarey?

3. What event do you remember best from the story/book? Why do you remember it best?

4. What would you have done to the book or story to improve it?

5. Would you reccmmend this story or book to scmecne else? Why or why not?

TEAR OUT OF CONTRACT AND TURN IN

READING REVIEW

NAME _____ PERIOD _____

NAME OF STORY OR BOOK _____

POINT VALUE OF STORY OR BOOK: _____ POINTS

1. In a short paragraph (but not too short), tell what happened in the story.

2. What was scarey about the story? Why was it scarey?

3. What event do you remember best from the story/book? Why do you remember it best?

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TEAR OUT OF CONTRACT AND TURN IN

READING REVIEW

pages 7-9

NAME _____ PERIOD _____

NAME OF STORY OR BOOK _____

POINT VALUE OF STORY OR BOOK: _____ POINTS

1. In a short paragraph (but not too short), tell what happened in the story.

2. What was scarey about the story? Why was it scarey?

3. What event do you remember best from the story/book? Why do you remember it best?

4. What would you have done to the book or story to improve it?

5. Would you recommend this story or book to someone else? Why or why not?

TEAR OUT OF CONTRACT AND TURN IN

WRITING ACTIVITIES

Below are suggestions for stories for Writing Project Assignment #1. These are only suggestions; you may use an idea of your own.

1. You have moved into a house that is said to be haunted. What does the house look like? What happens to you when you move in?

2. Which would be worse-- being locked in a room full of bats or a room full of rats? Why? Describe your imaginary (I hope) experience.*

3. You have been inspired to create a monster. What would it look like? What feats would your monster perform for you? What bitter end will your monster meet at the hands of human beings?

4. How would you poison a witch?*

5. A monster or creature invades San Jose. You are responsible for destroying the monster.
   a. Describe the monster.
   b. How do you overcome it? Inventions? Chemical warfare? Scientific knowhow? An expedition of humans?
   c. What happens in the end?

6. Describe your imaginary experiences as a "witch" imprisoned at Salem.

7. You are a ghost. How would you frighten people?

8. You are the Loch Ness monster. Describe your day-to-day existence.

9. Write a "Monster Advice Column". *
   Example: Dear Big Lagoon Monster,
   Do you care for people? Sincerely, Little Lagoon Monster
   Dear Little Lagoon Monster,
   Only at dinner. Sincerely, Big Lagoon Monster

10. Write a Monster Sports Story.*
    Example: The Victory Vampires beat the Weary Werewolves, 46-45.

*Creative writing idea and example provided by Betty Bezzerides, Student, University of Colorado, Denver, Colo., as printed in English Journal, October, 1972.

Further Directions for Research Reports...

BE SURE YOU READ THIS BEFORE DOING YOUR RESEARCH PAPER!!!

All Reports must:
1. Have a table of contents.
2. Be neatly written (typed reports will be given special consideration).
3. Be in student's own words (copied reports are given an automatic 0).
4. Be at least two full pages long.

Illustrations: You may receive 5 extra points for illustrating your report. You may receive 5 extra points for making an illustrated cover for your report.

SPECIAL DIRECTIONS FOR REPORTS 1 and 2, on Ghosts and Monsters

You must answer the following questions in your report:
1. Who were the main people involved in this incident?
2. Where and when did this incident take place?
3. Describe the monster or ghost.
4. Describe the actions of the monster or ghost.
5. Do you believe there is truth to the monster or ghost story? Why or why not? Explain in detail and given reasons for your answer.

The following books (plus others) are available in the Rosegarden Library under Mrs. Carter's name for your report:
A Natural History of Unnatural Things, by Cohen
The Mummy of Birch Bower and Other Ghosts, by Ludlam
The Maybe Monsters, by Soule
On the Trail of Sasquatch, by Green
Trail of the Abominable Snowman, by Soule
The Great Monster Hunt, by Cooke
Loch Ness Monster, by Dinsdale
In Class:
Mystery Monsters, by Soule (monsters)
Beyond the Strange, by Norman (ghosts)
Pieces of the Frame (article) (Loch Ness Monster)

SPECIAL DIRECTIONS FOR REPORT 3, on Salem Witch Trials

You must answer the following questions in your report:
1. What were the superstitions that led the Puritans of Salem, Massachusetts, to believe that some of their townspeople were witches?
2. What major incidents brought on the Salem Witch Trials?
3. What took place at the trials?
4. Who were some of the people accused of being witches? Why were these particular people accused?

...continued...

Report #3, continued.

The following books are available in class on this subject:
It Happened in Salem, by Levin
The Devil in Massachusetts
The Devil's Shadow (easier reading, more like a novel)

SPECIAL DIRECTIONS FOR REPORT 4, on Winchester Mystery House and Mrs. Winchester

You must answer the following questions in your report:
1. What were Mrs. Winchester's unusual beliefs about ghosts?
2. What kinds of ghosts haunted Mrs. Winchester?
3. What caused Mrs. Winchester to believe as she did?
4. What is unusual about the Winchester Mystery house besides its size? What things about the house show Mrs. Winchester's belief in ghosts and supernatural things?

There is a book and pamphlet in class to help you with your report.
In addition, the visitors' center at the House has materials you can buy about Mrs. Winchester and the house.

SPECIAL DIRECTIONS FOR REPORT 5, on Peoples' Fears

In your report, you must first list the things which each person named as being frightening (two things per person).

Example:	Jane	spiders, fire
	Tom	darkness, dirty bathtubs
	James	horses, being alone

Next, find the five things that were mentioned most often and list how many times this item was mentioned.

Example:	Fear	Number of Times Mentioned
	Darkness	
	Snakes	
	Spiders	
	Heights	
	Being Alone	

WORTH 10 POINTS.

CREATURE FEATURES MOVIE REVIEW

YOUR NAME _____

NAME OF MOVIE _____

Circle one: I saw this film:
on television at a theater

1. In three or four sentences, give a summary of the plot of the movie.

2. What was creepy about the story? Why was it creepy? If it was not creepy, why not?

3. What would you have done to improve this story?

4. Were you frightened by this movie? Why or why not?

OPTIONAL ASSIGNMENT **TEAR OUT AND TURN IN**

OFFICIAL CONTRACT

NAME _____ PERIOD _____

MY CONTRACT IS FOR A GRADE OF _____. I UNDERSTAND THIS MEANS I HAVE TO EARN BETEEEN _____ AND _____ POINTS.

RECORD YOUR WORK

READING PROJECTS (Required)	Point Value	Points Earned
Story or Book #1	___	___
Story or Book #2	___	___
Story or Book #3	___	___
WRITING PROJECTS (Required)		
Creepy story	15 pts.	___
Creepy play	20 pts.	___
Edit/proofread magazine	20 pts.	___
RESEARCH PROJECTS		
Ghost report	25 pts.	___
Monster report	25 pts.	___
Salem Witch trials	25 pts.	___
Winchester Mystery House	25 pts.	___
People's Fears	20 pts.	___
ART PROJECTS		
Creepy Comic	15 pts.	___
Advertisement of movie/story	15 pts.	___
Advertisement for a monster	15 pts.	___
Collage	15 pts.	___
Art Editor	20 pts.	___
FILM CRITICISM		
Creature Features Movie Review	10 pts.	___
Other _____		___
	TOTAL POINTS	___
☺ = WORK ON CONTRACT	FINAL GRADE	___

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Intro contract	Vocabulary ☺	☺	Weird creature creation	Vocab. test ☺
☺	☺	Team monster conquest	☺	Witchy recipes

CREATURE FEATURE VOCABULARY

1. poltergeist - a ghost who causes things to move and drop mysteriously. A playful ghost.

2. witch - a person in league with the devil, and possessing supernatural powers.

3. vampire - a ghost which sucks the blood of its sleeping victim. Killed by a stake through the heart.

4. ghost - the spirit of a person appearing after death.

5. monster - a creature large and ugly enough to frighten people.

6. ghoul - a demon who feeds on the dead.

7. superstition - a belief in an idea not based on fact; an old wives' tale.

8. supernatural - cannot be explained

9. sinister - threatening evil

10. werewolf - a man who has changed into a wolf, or a man who can change into a wolf. He still keeps his human intelligence.

NAME _____ PERIOD _____

Weird Creatures

15 PTS.

Below are the names of five wierd creatures. Put the translations of their names in the space provided; the answer will appear on the overhead projector.

1. Flexing super-aqua biarmed spectacled magna uni-ped.

_____

_____

2. Yellow derm mono-eyed quad-nasal quint-mouthed sphero-shaped sub-aqua multi-ped.

_____

_____

3. A laughing blue-derm flexing tri-armed, quad-fingered multi-bodied creature.

_____

_____

4. A magna sphero cranium with polka-dot derm, duo-mouthed, cross-eyed multi-ped.

_____

_____

5. A luminating dec-cranium pent-mouthed sphero-shaped bi-nasal red bi-ped.

_____

_____

*assignment

You will draw the name of another wierd creature out of the box that is passed around.
Translate the name of that wierd creature.
Draw the wierd creature on the construction paper you have been given.
Use felt pen or color crayon. Or, you may cut out appropriate pictures and paste them on your wierd creature representation.

... homework

Make up the name of a wierd creature.
Draw it. Construction paper will be provided.
Worth 15 points towards Homework.

TEAM MONSTER CONQUEST
(an exercise in problem solving)

(15 points)

NAMES OF TEAM MEMBERS:

_____ _____

_____ _____

Your job as a team is to create a monster. It can be any kind of monster
The only requirement is that your monster be harmful to humans.
Pick a secretary for your team.
Below, list fifteen qualities of your monster. (Example: He increases
his size by 25% every 24 hours).

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

YOU HAVE FIFTEEN MINUTES TO CREATE YOUR MONSTER.
WHEN TIME IS CALLED, GIVE THIS PAPER TO ANOTHER TEAM.

* * * * * * * * * * *

NAMES OF TEAM MEMBERS WHO WILL CONQUER THE MONSTER:

_____ _____

_____ _____

Your job as conquering team is to somehow get rid of the monster.
Appoint a secretary for the team to write down your solution to the monster conquest problem.
When you are thinking about how to conquer the monster, you MUST take all the qualities of the monster into consideration.
You may use any method to conquer the monster.
Write your answer below.
YOU HAVE FIFTEEN MINUTES.

WHEN TIME IS CALLED, YOU WILL SHARE YOUR ANSWER TO THE MONSTER PROBLEM WITH THE REST OF THE CLASS.
APPOINT A SPOKESMAN FOR YOUR TEAM.